



AMIGA Déjà Vu brings a whole new world to your computer. Because the AMIGA is such a special environment, the AMIGA version of the game differs in some ways from what is described in the manual. This card documents those differences.

What You Need

- AMIGA computer with 512K
- single drive
- monitor (Color recommended)

Loading the Program

1. Kickstart your computer with version 1.1.
2. When you are asked for a Workbench disk, eject the Kickstart disk and replace it with your Déjà Vu game disk.
3. Double-click on the Déjà Vu disk icon.
4. Use Preferences to make sure the time and date are set correctly and configure your printer.
5. Double-click on the Déjà Vu game icon to start the game.

Saving Games

You can save your game in progress at any point. To do so, you will need a formatted storage disk. Follow the standard procedure as outlined in the AMIGA documentation **before** you start the game. You will not be able to format a disk once the game has started. Make sure your storage disk is not write-protected.

When you want to save your game in progress, select **Save** or **Save as** from the **Project** menu. The first time you save a game, the two commands act identically. You will see this requester appear.



Click on the name under which you wish to save the game, or click in the text area and type a file name. The requester shows the files on the internal drive (DF0:SAVE/) by default. You can look at a list of all files on the external drive (or any other connected device) by typing the drive specification and clicking OK. For example, type DF1: and click OK to see all the saved games on the external drive. When you have either selected or typed a file name, click OK to do the save. The two commands—**Save** and **Save As**—differ on subsequent uses. Once you have saved a game the first time, selecting **Save** will save the current game over the old game automatically. You will not have to bother with file names. If you want to save your game under a new name or to a different path, you need to select **Save As**, which requires you to supply a file name.

Loading Games

Uses the same requester as the **Save As** command, except that you won't have to type unless you wish to switch paths. Simply click on the name of the file you wish to load and click OK.

Controlling the Game

All of the commands work exactly as described in the manual. Whenever reference is made to pressing "the button," you should use the left-hand mouse button.

The Windows

While the windows in the AMIGA version differ in appearance from those in the manual, they act in essentially the same manner. The only difference is that you cannot double-click in the title bar to expand a window to full-screen size.

The Menus

The menus are considerably different on the AMIGA than what is shown in the manual. The AMIGA version uses two menus: **About** and **Project**.

The **About** menu tells you a little about the AMIGA version of the game. You may wish to select an item from this menu, just for fun.

The **Project** menu contains the following items:

- New:** Start a new game from the beginning. You will be prompted to save the game in progress if you haven't done so.
- Load:** Load a saved game.
- Save:** Save the game in progress
- Save As:** Save the game in progress with a new name
- Quit:** Quit the game—you are asked if you want to save the game if you haven't already done so.